

One Two Boat Racing™

Players: 1-2 (2 Recommended)

Control a boat together and make your way to the goal.
Take turns paddling to increase your speed.



Boat (Player)

Work together to move the boat.



Speedometer

The better you paddle, the faster you will go.

Player 1 (1P) Controls

Directional button (up)	Paddle on the left side
Directional button (down)	Paddle on the right side
Hold down either (up) or (down)	Brake

Player 2 (2P) Controls

(A) button	Paddle on the left side
(X) button	Paddle on the right side
Hold down either the (A) or (X) button	Brake

• One Two Boat Racing™ Rules

- Control a single boat together as you make your way to the goal.
- The boat must be paddled by alternating between left and right. Use stroking when appropriate to boost paddling speed.
- When making a turn, you will need to paddle on just one side. Hold down a button to brake the boat on that side.
- Various obstacles will appear as you maneuver the course. Work together to overcome them.



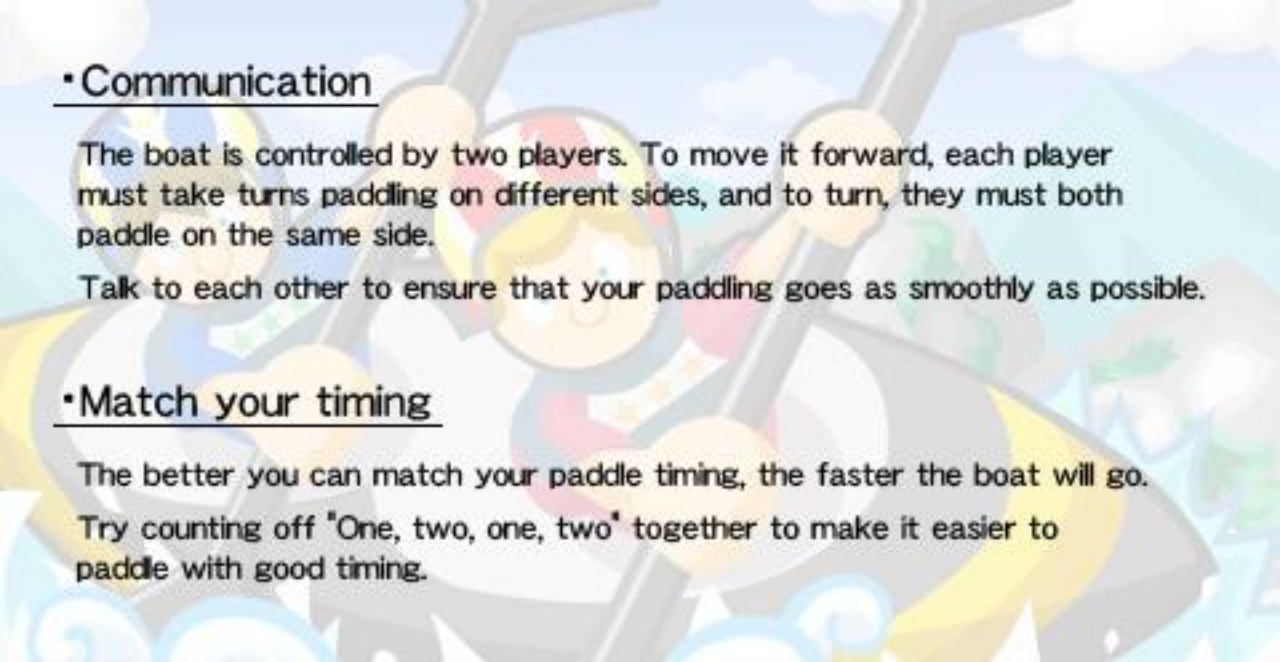
Evade Pylons



If you get too much algae on you, you won't be able to move.



Be careful! It's extremely dangerous to run into a rock at high speeds!

The background features a stylized, colorful illustration of two cartoon characters in a boat. One character has blonde hair and the other has brown hair. They are both smiling and appear to be paddling. The boat is grey, and the water is light blue with white waves. The sky is light blue with white clouds. The overall style is bright and cheerful.

• Communication

The boat is controlled by two players. To move it forward, each player must take turns paddling on different sides, and to turn, they must both paddle on the same side.

Talk to each other to ensure that your paddling goes as smoothly as possible.

• Match your timing

The better you can match your paddle timing, the faster the boat will go.

Try counting off "One, two, one, two" together to make it easier to paddle with good timing.

• Information

This game uses the button, button and START button for confirmations.

Use the directional buttons and , , and buttons to move the cursor.

Use the button to confirm choices at the save, load, and HOME screens.

• About fonts

The typefaces included herein are partially developed by DynaComware.